A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

Tradewest, Inc.
2400 South Highway 75
PO Box 1796
Corsicana, Texas 75151

HIGH SPEED® © 1991 RARE LTD.
PROGRAMMED FOR THE NINTENDO ENTERTAINMENT SYSTEM BY RARE LTD.
LICENSED TO TRADEWEST, INC. BY RARE COIN-IT, INC.
BASED UPON HIGH SPEED®, © 1985 WILLIAMS ELECTRONICS GAMES, INC.
PATENT PENDING.

PRINTED IN JAPAN

NES-8H-AUS

HIGH SPEED

Instruction Manual

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™

This game is licensed by Nintendo® for play on the

Nintendo and Nintendo Entertainment System are trademarks of Nintendo.

Precautions

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for purchasing Tradewest's HIGH SPEED for your Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

Contents

The HIGH SPEED Experience ____ 1
Control Operation ____ 2
How to Play ____ 4
Running the Red ____ 5
Heading for the Hide-out ____ 5
Freeway Frenzy ____ 6
Ramp Race ____ 6
Bonus Levels and Special Features ____ 7
Enemies ____ 8
Limited Warranty ____ 10

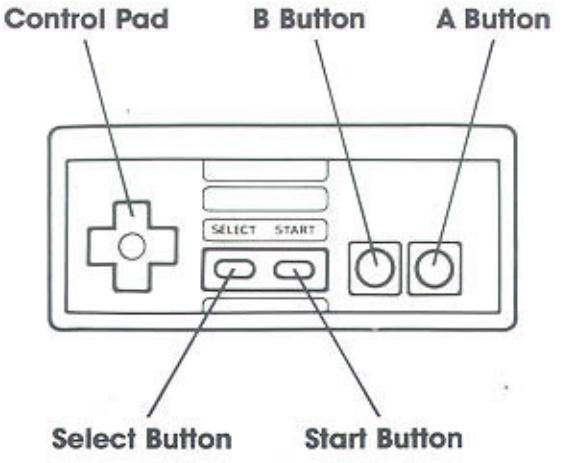
The HIGH SPEED Experience

One of the hottest pinball machines ever has now been converted to video! All of the action and excitement of the original HIGH SPEED is here — Freeway Frenzy, Ramp Race and Running the Red — plus some excellent new features, including Lightning Bombs, attacking enemies and more!

It's a real-life adventure! The bottom half of the screen flashes and a siren shrieks when you run that red light! Police car-radio messages and original chase music both add to the thrills and realism of the HIGH SPEED chase!

So, go for the burn! Grab the jackpot and get away fast — at HIGH SPEED!

Control Operation



A BUTTON — Operate Plunger/Right Flipper.

CONTROL PAD — Left Flipper.

B BUTTON — Shake playfield to the left.

SELECT BUTTON — Shake playfield to the right.

START BUTTON — Pause/Option selection.

CONTROL PAD + **A BUTTON** + **B BUTTON** — Lightning Bombs (when available).

How to Play

Begin the game by pressing the START button, then selecting the desired number of players and pressing START again.

Use the A button to pull back the plunger and shoot the ball into play. The longer you hold the A button, the farther the plunger is pulled.

Try to keep the ball in play as long as possible by hitting it with the flippers.

The screen will scroll to always show the ball. Because the High Speed playfield is so long, the screen will split so that it shows your flippers at all times too. You will find this very helpful when the ball comes down the playfield quickly, as you won't have to guess where your flippers are.

You get a total of 3 balls — plus any extra balls you win — after which your game is over.

Running the Red

Completing the stoplight target sequence by making all 3 greens, then 3 yellows and finally 3 reds, turns the traffic light red. Running the Red by speeding up the ramp twice starts Multi-Ball™, the police chase and the getaway!

Heading for the Hide-out

After Running the Red, if you can't make your escape by sending the ball up around the ramp, then you get a second chance when the Hide-out flashes. If you can send your ball in there, you'll get the Multi-Ball™ play.

Freeway Frenzy

A fast escape onto Santa Monica or Bay Shore freeways (when they are lit) progressively lights the flipper return lane, then the spinners for up to 100,000 points each, followed by the hold bonus feature and, finally, an extra ball!

Ramp Race

Hitting the 1 through 6 targets (when lit) advances the ramp value from 50,000 to 250,000 and lights the kickback to keep the ball in play!

Bonus Levels and Special Features

There are two types of bonus levels: PACHINKO and RACE. When 3 Helicopter or 3 Safe icons have been hit by the ball and stored at the bottom of the screen, you are automatically entered for a RACE or PACHINKO bonus level, respectively.

After 2 successful PACHINKO bonus levels, or 3 first or second place finishes in the RACE bonus level, you view a fireworks display. This indicates that you can collect the following special features from the "Hole":

KICKBACK	DRIVE AGAIN
RETURN BALL	LIGHTNING BOMBS
SAUCER	ROCKET

Enemies

ACID PATCH — Dissolves your ball. Destroyed by shooting a ball quickly across it, by shaking the playfield or by using a Lightning Bomb.

WATER PUDDLE — Slows your ball down. Destroyed by shooting a ball quickly across it or by using a Lightning Bomb.

TUMBLEWEED — Will pick up your ball and drop it between the flippers (down the drain). Destroyed by shaking the playfield, shooting a ball over it very quickly or by using a Lightning Bomb.

RUST BALLS — Dissolve your flipper mounting. Destroyed when touched by a ball, by a Lightning Bomb or by shaking the playfield while they are on your flipper.

HELI-BOMBS — Explode your flippers. Destroyed when touched by a ball or by a Lightning Bomb. Heli-bombs can also be made harmless by flipping the affected flipper so that the bomb is in the air above the flipper when it explodes (with flipper in the down position).

MANIC MECHANIC — Stuns your ball and can destroy it if he hits it too many times. He can be eliminated by shooting the ball quickly over him or by using a Lightning Bomb.

MAGNETIC HELICOPTER — Will carry one of your balls off the playfield. Destroyed by shaking the table while it has possession of your ball or by using a Lightning Bomb.

BARRIERS — These pop up and down, stopping the ball from travelling along the freeway. Destroyed by a ball when the barriers are gray, by passing a ball over them from behind, or by using a Lightning Bomb.

WARRANTY

In the event of a defect in materials or workmanship being detected in this product, Playcorp Pty. Ltd. ("Playcorp") warrants to the original purchaser to repair or replace the product (at the discretion of Playcorp) at no cost to the purchaser, provided it is returned to one of our offices or agents.

This warranty does not apply where the product has been damaged after sale to the original purchaser by incorrect or unreasonable use, negligence, modification or by damage not related to defects in materials or workmanship.

This product is sold subject to all warranties implied pursuant to the provisions of the Trade Practices Act 1974 (Commonwealth).

Metro Video Games
P.O. Box 255
North Melbourne VIC 3051
Australia

20513